

**Claims:** Cancel all claims of record and substitute new claims 16 to 22 as follows:

16. A method for executing and presenting an interactive narrative, one that allows a user of the invention to influence the sequence and outcome of a narrative's events, comprising:

- (a) a simulated environment where the narrative occurs;
- (b) simulated, autonomous characters who are involved in the narrative;
- (c) nouns identified which could be introduced into the narrative, potentially including the characters involved in the narrative;
- (d) presenting a list of the nouns to the user;
- (e) allowing the user to choose from the list of nouns;
- (f) advancing the narrative by enacting events resulting from nouns introduced;
- (g) modify or update, indirectly, the simulated characters and other objects involved in the event enacted, as a result of the user's choice; whereby the user of the invention controls the course of the narrative, but not necessarily the characters.

17. The method of claim 16, wherein the lists of nouns may either be determined during the design and implementation of a product based on the invention or are generated as a result of events previously presented during the product's execution.

18. The method of claim 16, wherein the nouns presented to the user are drawn from a finite set allowed to be introduced within a section of the narrative, such as a chapter or a locale.

19. The method of claim 16, wherein the user is allowed to interact with the narrative during the execution of an event either for the purpose of affecting the outcome of the event or for the activity's sake itself.
20. The method of claim 16, wherein characters in the narration, upon the conclusion of an event, may act in a story neutral manner to maintain the story's continuity until the user selects which noun will be introduced next to advance the narrative.
21. A method of navigating the history of choices made to restore a previous situation in an interactive narrative using the method of claim 16.
22. The method of claim 21, wherein the narrative may be rewound by steps greater than individual noun choices, as might be appropriate to the narrative's medium; examples are: scenes, acts, chapters, levels, settings, and locales.